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Sam & Max Beyond Time and Space

Sam & Max Beyond Time and Space is an episodic graphic adventure video game developed and published by Telltale Games. It is the second *Sam & Max* episodic video game developed by Telltale, serving as the sequel to *Sam & Max Save the World*, and the third overall game based on the comic book series created by Steve Purcell.[c] The game continues the investigations of Sam and Max, a pair of anthropomorphic animals working as private detectives, as they solve cases across the world, in space and at Hell, between the past, present, and future.

Like *Save the World*, the game was released through separate episodes, each having a contained story. Five episodes were released between November 2007 and April 2008 for Microsoft Windows, originally titled as ***Sam & Max: Season Two***, before being ported to the Wii, Xbox 360, and iOS in later years. A sequel, *Sam & Max: The Devil's Playhouse* was released in 2010. A remaster of the game by Skunkape Games was released in December 2021 for Windows, Nintendo Switch and Xbox One, and in September 2022 for PlayStation 4.

Sam & Max Beyond Time and Space

Developer	Telltale Games[a]
Publishers	Telltale Games[b] Microsoft Game Studios (X360)
Designer	Dave Grossman
Programmer	Randy Tudor
Artist	David Bogan
Writers	Brendan Q. Ferguson Dave Grossman Heather Logas Chuck Jordan Ian Dallas Jeff Lester Steve Purcell
Composer	Jared Emerson-Johnson
Series	*Sam & Max*
Engine	Telltale Tool

Gameplay

Sam & Max Beyond Time and Space is a 3D graphic adventure game with largely the same gameplay elements as *Sam & Max Save the World*; the player controls and directs Sam via a point-and-click interface through a variety of different environments to solve puzzles. The player can interact with a number of different items and non-player characters through a dialogue tree, which may be required to complete certain puzzles.[2][3]

The game now implements an adjustable hints system, support for widescreen monitors, more realistic animations, and additional mini-games within each episode.[4] *Beyond Time and Space* features a

calibration assistant when first run, which allows the player to set their graphics and difficulty settings before playing. During each episode, the player can unlock decals after playing mini-games using Sam and Max's 1960 DeSoto Adventurer.[5][6] The iOS port of the episodes received online leaderboards for Whack da Ratz, a *Whac-A-Mole*-style minigame, which was modified to continue indefinitely, and a soundboard.[7] There is also a tutorial on the first puzzle seen on *Save the World*'s first episode, "Culture Shock", highlighting the basics of puzzle solving and game interface.[3]

Platforms	Microsoft Windows Xbox 360 Wii OS X PlayStation 3 iOS Nintendo Switch Xbox One PlayStation 4
Release	**Microsoft Windows** 2007 – 2008 **Xbox 360** October 14, 2009 **Wii** NA: March 16, 2010 EU: April 30, 2010[1] AU: December 1, 2010 **OS X** May 18, 2010 **PlayStation 3** October 18, 2011 **iOS** January 26, 2012 – April 19, 2012 **Switch, Xbox One** December 8, 2021 **PlayStation 4** September 29, 2022
Genre	Graphic adventure
Mode	Single-player

Synopsis

Setting and characters

Like *Sam & Max Hit the Road* and *Save the World*, *Beyond Time and Space* continues the investigations of the titular duo Sam and Max, together known as the Freelance Police. Sam (David Nowlin) is a six-foot tall Irish Wolfhound who wears a gray suit and fedora and is generally very friendly and inquisitive, though he isn't above solving cases using force.[8] Max (William Kasten) is described as a "hyperkinetic rabbity-thing" and is the more sociopathic and trigger-happy member with a complete lack of conscience and enjoys solving cases in the most chaotic way possible.[9] He became President of the United States during the previous season.[10]

Some characters from the previous season return in *Season Two* including a convenience store owner and consipracy theorist Roscoe Bosco; Sybil, a local business owner;[11] US Secret Service agent Superball; Abe Lincoln, the head of the Lincoln statue from the Lincoln Memorial, the Computer Obsolescence Prevention Society (COPS), a group of old computers,[3] one of whom is revealed to be built by Sam;[12] Jimmy Two-Teeth, a rat who lives inside the duo's office;[13] and the Soda Poppers, a group of former child actors, later revealed to be the masterminds behind the evil plots at Hell during the final episode.[14]

New characters were also introduced in this season, including Flint Paper, a hard-boiled detective and Sam and Max's next door neighbor (though an already existing character in the *Sam & Max* franchise);[15] Girl Stinky and Grandpa Stinky, vitriolic co-owners of Stinky's Diner; Santa Claus and his elves; the Moai heads of Easter Island; Jürgen, a vampire living in Stuttgart whose lair has

Frankenstein's monster; Ms. Bosco, Bosco's deceased mother living as a ghost in the present; "THEM", a group of time-traveling mariachis who appear during someone's birthday;[16] and the Devil. Sam and Max also revisit their past and future selves during "Chariots of the Dogs" as well as briefly transforming into their younger selves in "Moai Better Blues".[17]

Plot

A year after the events of *Save the World*, Sam and Max, self-styled vigilante detectives known as the Freelance Police, suspect that their pet goldfish Mr. Spatula has turned evil. He is suddenly killed by a giant robot. After taking down the robot, with the help The two head to the North Pole and find Santa firing upon the elves with a machine gun. Suspecting Santa is possessed, Sam and Max conduct an exorcism, but discover the demon is possessing an elf instead. With help from the Spirits of Christmas Past, Present, and Future, the demon is reduced to a plate of Jell-O, which Santa inadvertently eats and becomes possessed. Sam and Max knock Santa out, learning the demon was meant for Satan but sent to Santa due to a typo. They send Santa to Hell and deliver all the Christmas presents in his place.

A month later, Sybil and Abe get sucked into a Bermuda Triangle portal. Sam and Max follow and arrive on Easter Island, populated by missing people turned to babies by the Fountain of Youth, and are told by the local Moai that a prophecy states that a volcano will erupt and destroy them. In a nearby cave, they discover a group of aquatic Ocean Chimps who worship the Moai's giant stone feet, and the ghost of Mr. Spatula has established himself as their High Priest, planning to use a machine to trigger an eruption. Sam convinces the Ocean Chimps that Max is the true High Priest, but Mr. Spatula sets off the eruption, only for Sam and Max to use a giant Bermuda Triangle to divert the lava. The two swim back to shore with Abe, who has broken up with Sybil, while the Moai are suddenly abducted.

Sometime later, the city is attacked by zombies from the Zombie Factory, a nightclub in Stuttgart run by the vampire Jürgen. Using traditional vampire weaknesses to lower Jürgen's popularity and make him vulnerable, Sam and Max pursue Jürgen but get caught in a death-trap and killed. The two reawaken as zombies and find Jürgen sleeping in his coffin and their souls trapped waiting to be shipped off to Hell. They retrieve a Soul Mater device from Sybil, inadvertently convincing her to get back together with Abe, but accidentally end up in each other's bodies. The two force Jürgen into his own deathtrap, and his soul is abducted. As Sam and Max return to their bodies, their neighbor and fellow detective Flint Paper arrives to announce Bosco has gone missing.

The three break into Bosco's store to look for clues, but Sam and Max inadvertently signal a UFO, which abducts them. They find Bosco, who has turned into a cow after stumbling into a time-traveling elevator and inadvertently altering the events of his birth. Sam and Max use the elevator to travel through time and restore Bosco, and they discover the UFO is piloted by past, present and future versions of a mariachi named Pedro, who travel through time in order to perform at everyone's birthday and collect souls for Hell to pay for their spaceship. Bosco is overwhelmed and dies of a heart attack, and the mariachis decide to use his soul to fill their quota. Sam and Max trick the mariachis into leaving so they can rescue Bosco's soul, but they accidentally send it to Hell and trigger the ship's self-destruct sequence. The two follow Bosco's soul through the portal, while the spaceship explodes just as it reaches the beginning of time, causing the Big Bang.

Sam and Max emerge in a subway station to Hell below their office. After gaining access to the train, they discover Hell to be an office environment employing their deceased enemies from past episodes. Satan ignores the two, but they interfere by freeing all their deceased friends' souls from their personal Hells. Sam demands that all these souls be released, and Satan agrees, but tricks Sam into taking their place. Max frees Sam, only to discover Satan is no longer in charge of Hell, which has been taken over by the Soda Poppers. The trio fire Satan and initiate a series of new evil plots, but Sam and Max thwart each of these and convince Satan to join them in retaking Hell. The Soda Poppers assume demonic forms and attempt to kill Sam & Max, but are tricked into using their own banishing ritual against themselves, trapping them in a fiery pit and allowing Satan to take back control. Everyone then leaves to attend Abe and Sybil's wedding. In a post-credits scene, the Soda Poppers swear revenge, only to be killed by the diverted lava flow from Easter Island.

Episodes

Episode	Release date	
	GameTap release	General release
"Ice Station Santa"	November 8, 2007	November 9, 2007
▪ An ancient and bloated pagan god sends a bloodthirsty war robot to destroy Sam & Max.		
"Moai Better Blues"	January 10, 2008	January 11, 2008
▪ Sam & Max travel to the tropics where they try to stop a volcanic eruption.		
"Night of the Raving Dead"	February 12, 2008	February 13, 2008
▪ Sam & Max crash an emo European vampire's nightclub to stop a zombie apocalypse.		
"Chariots of the Dogs"	March 13, 2008	March 14, 2008
▪ Sam & Max team up with Flint Paper to discover what happened to a missing Bosco.		
"What's New, Beelzebub?"	April 10, 2008	April 11, 2008
▪ Sam & Max travel to hell to confront Satan and retrieve Bosco's lost soul.		

Release

Unlike *Save the World*, where GameTap users were able to access each episode two weeks before it was available through Telltale's website, *Beyond Time and Space* reduced this period down to one day.[18] The first episode, "Ice Station Santa", was released on November 8 on GameTap, followed by a worldwide release on November 9. The second episode was delayed until January 11, 2008. New episodes were thereafter released on the second Thursday and Friday of each month.[19]

A playable demo of Episode 1: Ice Station Santa was released on the DVD home release of *The Adventures of Sam & Max: Freelance Police* in March 2008.

As with *Save the World* in 2007, *Beyond Time and Space* was released on Steam on May 16, 2008.

Atari published the physical versions of *Sam & Max Beyond Time and Space* worldwide for both Microsoft Windows (in 2009) and Wii (in 2010). The game also received fully localized releases in French and German, as well as Italian and Spanish subtitles for the foreign language versions of *Beyond Time and Space*.[20]

Sam & Max Season One and Two were released for Xbox Live Arcade in February 2009.[21] Telltale also officially named Season Two *Beyond Time and Space*.[22]

A remaster by Skunkape Games was released in December 2021 for Windows, Nintendo Switch, and Xbox One, and in September 2022 for PlayStation 4. Like the *Save the World* remaster, it features new cinematics and music, improved character models and lighting, and some re-recorded dialogue.[23][24]

Reception

Aggregate review scores

Game	GameRankings	Metacritic
Episode 1: Ice Station Santa	82%[25]	82[26]
Episode 2: Moai Better Blues	81%[27]	80[28]
Episode 3: Night of the Raving Dead	80%[29]	79[30]
Episode 4: Chariots of the Dogs	85%[31]	85[32]
Episode 5: What's New, Beelzebub?	85%[33]	85[34]
Beyond Time and Space	—	(X360) 75[35] (Wii) 64[36]
Beyond Time and Space Remastered	—	(PC) 84[37] (NS) 80[38] (XONE) 82[39] (PS4) 75[40]

The first episode, "Ice Station Santa", received generally positive reviews, receiving an aggregated score of 82% on GameRankings and 82/100 on Metacritic.[25][26][d] Reviewers noted that the game's first episode was slightly longer and more challenging, though not too difficult, than seen in the previous season. *IGN* stated that, while some puzzles were basic, a lot of puzzles are more involved and have multi-part solutions.[2] *Adventure Gamers* noted that the puzzles seen in the episode had more depth than in the previous season and lacked any unfair dialogue or design elements, though it noted that it lacked a memorable puzzle as seen in *Save the World*.[3] *TouchArcade* noted that players

would find more success with some puzzles by interacting with character dialogue trees, praising the episode for being "efficiently designed".[41] However, reviewers criticized the inclusion of some new and reappearing characters to be obnoxious and unnecessary. IGN noted that the Soda Poppers "outlasted their comedic value" and "[brought] absolutely nothing to the plot",[2] while *Adventure Gamers* did not find supporting character Stinky to be amusing, though they were hopeful she would be improved in later episodes.[3]

"Moai Better Blues" fared similar reception, with a score of 80/100 on Metacritic and 81% on GameRankings.[28][27][e] The episode's humor and writing was again widely praised:[42][43] *IGN* and *GamesRadar* praised the frequent use of throwaway gags, with the latter website naming it the funniest episode up to that point,[44][45] though *TouchArcade* stated that the episode "skates by on its pedigree and the humor and charm of Purcell's vision.[46] Reviewers also praised the puzzle solutions, specifically the portal mechanic and the Fountain of Youth puzzle to be clever.[45][44] However, reviewers criticized the episode length being too short.[44][42] *TouchArcade* criticized the final puzzle as "particularly boring" and "awkwardly executed".[46] Critics generally saw the episode as an improvement to the previous one,[45][43] though *TouchArcade* noted it to be weaker than "Ice Station Santa".[46]

"Night of the Raving Dead" received aggregate scores of 79/100 on Metacritic and 80% on GameRankings.[30][29][f] Critics lauded the introduction of Jurgen as an entertaining antagonist to the episode and as a parody of the emo subculture;[47][48][49][50][51] *TouchArcade* noted that Jurgen's early establishment as the villain of the episode allows the writers to display more nuance to the story.[51] Reviewers also praised the episode's cultural references to other media, including *Grim Fandango* and the *Resident Evil* franchise.[47][48] Joseph Leray of *TouchArcade* noted that the episode attempted to re-imagine the social commentary of the episode's name sake of *Night of the Living Dead*.[51] Steve Butts of *IGN* applauded the use of Sam recalling the first half of the story rather than using a traditional narrative as an effective way to build up tension.[49] Reviewers also praised the DeSoto mini-game, a homage to *Paperboy*, to be much easier and entertaining than in previous episodes,[47][48][50] though *IGN*, while implying that the mini-game provided more variety, criticized it for being too easy.[49] Nonetheless, criticism was still shown by reviewers for the episode's predictable and obtuse puzzles.[48][47]

Episode 4: Chariots of the Dogs received positive reviews. It received an aggregated score of 85% on GameRankings based on 27 reviews[31] and 85/100 on Metacritic based on 23 reviews.[32]

Episode 5: What's New, Beelzebub? received positive reviews. It received an aggregated score of 85% on GameRankings based on 22 reviews[33] and 85/100 on Metacritic based on 20 reviews.[34]

The iOS port of the episodes were well-received by critics, noting it to be an improvement performance wise over Telltale's previous iOS release, *Jurassic Park: The Game*, while also maintaining the high graphical quality seen in the PC releases.[41][52] Byron Paul of *AppGamer.net* praised the game's new control scheme, noting that the game gave more freedom of movement in a 3D environment than a traditional point-and-click game on the platform.[52]

Notes

a. Remastered version developed by Skunkape Games.
b. Windows and Wii physical versions published by Atari. Remastered version published by Skunkape Games.
c. Not including the cancelled releases of *Sam & Max: Freelance Police* and *Sam & Max Plunge Through Space*
d. Both scores are based on 32 reviews.
e. Metacritic's score was based on 30 reviews, while GameRankings' score was based on 32 reviews.
f. Metacritic's score was based on 28 reviews while GameRankings' score was based on 26 reviews.

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External links

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- Official website (*Remastered*) (https://skunkapegames.com/samandmax/season2/index.html)

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